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THE SPECIFICATION

~~This is a continuation-in-part of U.S. Ser. No. 06/438,408 filed 11-1-82~~ ^{co-pending}
~~This invention relates to a card shuffling machine.~~ ^{patent application}

BACKGROUND TO THE INVENTION

Prior to the present invention casinos have been confronted with a major and costly problem in the game of black-jack, of losing considerable amounts of money to persons known as card-counters who keep an mathematical account of which cards have been thus-far played and the mathematical probabilities of for example beating the dealer by obtaining five cards totaling less than value 21, or by obtaining a card combination close to 21 but not exceeding it, or by obtaining a card combination known as "black-jack". Whenever a card-counter is present, other players are quick to become aware of him and follow his betting and playing tactics to thereby also increase significantly their winnings at the great expense of the "house" represented by the dealer. To partially counter such major advantage achievable by card counters, the dealers have resorted to playing with a combination of several decks up to about eight decks shuffled-together, for a single game or partial-game of dealings for the game of black-jack, to thereby decrease the ability of the card-counter to rapidly arrive at any major advantage during earlier phases of a black-jack game. However, other considerations have also prompted and led to the present invention, such as the inventors' recognition that in order for the card-counters to effectively operate -- particularly as multiple decks are employed, sufficient time for accounting and mathematical computations is necessary such as the time between consecutive dealings. But of even greater importance, the inventors observed that between consecutive shufflings of cards there is a time interval of about eleven minutes, of which the card-shuffling consumes about three minutes possibly -- which amounts to as much as 27 percent of total playing time, or conservatively at least 20 percent loss of potential earning as compared to no loss of time during the shuffling procedure, such loss amounting to about ten to fifteen million dollars per year, particularly when taken with losses incurred as a result of the card-counters. By eliminating

these down-times and making easier the job of the dealer, considerable savings as against losses to card-counters, and improved profits from increased playing time could be achieved. Also, by a novel shuffling machine obtaining improved random mixing of cards and more quickly obtained, predictability by card-counters of probabilities is substantially decreased.

OBJECTS OF THE INVENTION

Accordingly, objects of the invention include the overcoming of problems and difficulties of dealers for the game of black-jack, of the type noted-above.

Another object is to obtain a card-shuffling machine of a small size compatible with the casino typical small group of dealer and seven players per table.

Another object is to obtain a card-shuffling machine devoid of any significant vibrations or shocks of starting and stopping and the like -- which could be distracting or interfere with continued simultaneous playing with other decks on the table.

Another object is to obtain a card-shuffling machine capable of shuffling up to about eight decks within a very short time period such as about one minute or less.

Another object is to obtain a card-shuffling machine in which cards being shuffled are at all times visible to the players.

Another object is to obtain a card-shuffling machine that is substantially ^{devoid of} ~~devoid of~~ any operational noise that could be either distracting or an irritant.

Another object is to obtain a card-shuffling machine that is utilizable and operatable devoid of significant nor great amount of attention or work on the part of the dealer, and that does not ^{require} ~~require~~ any operator apart from the dealer, during the normal course of dealing and playing hands of black-jack.

Another object is to obtain a card-shuffling machine that is mountable on or at the edge of the black-jack table in full view of the players.

a Another major and main object is to obtain a card-shuffling machine that beyond predictability by the greatest ^{mathematician} ~~mathematician~~, intermixes cards of a deck or composite of decks thoroughly and randomly.

Another object is to include computer preprogrammed random choices of feeding cards during one or more of several sequences of different orders of shuffling distribution per shuffling of cards, such that randomly-selected orders are orders of a high degree of intermixing of cards of a deck or decks to be shuffled.

Another object is to obtain a card-shuffling machine having separate input-card-holding shoe and output-shuffled-card-holding shoe.

Another object is to obtain a card-shuffling machine having a predetermined number of shuffling card-receiving positions tailored to a high degree of intermixing of cards while concurrently doing so within a short or abbreviated period of time of shuffling.

a Another object is to include computer preprogrammed random choices of choosing which maximum number and which specific shuffling card-receiving positions are to be utilized during a next-occurring sequence of a particular order of positions to be dealt as governed by ^{computer} ~~computer~~ random-choice of available matching arrangements

Another object is to obtain a card-shuffling machine that shuffles during the initial feed from a feed shoe of cards to be shuffled, and that further again shuffles during return of cards to an output-shuffled-card-holding shoe.

Another object is to obtain a card-shuffling machine employing photoelectric cells and employing solenoids, for improved speed of detection and operation of moving parts.

Another object is to obtain a card-shuffling machine employing a wheel containing shuffling positions to be fed to thereby optimize short shuffling time for shifting between various positions to be fed or fed-from in accord with predetermined matching order of shuffling or reshuffling.

Another object is to employ a perfected arrangement for ob

taining speedy and accurate aligning of matched positions for each and every occurring matching and feeding from or to a shoe from a matched position of an existing plurality of positions.

Another object is to obtain a specially-designed shoe having a movable side movable when mounted to thereby provide card-passing space through-which cards may be fed to the shuffling positions and through-which cards may be refed for output holding in the shoe

Another object is to obtain novel mechanisms for causing card to feed to and from shoes, as between the shoes and the wheel shuffling positions.

Other objects become apparent from the preceding and following disclosure.

One or more objects are obtained by the invention as disclosed herein, as typically illustrated for improved understanding, in the accompanying Figures, but such illustrations not being intended to unduly limit the invention which includes variations within the spirit of the invention as would be apparent to a person of ordinary skill in this particular field.

CL BROAD DESCRIPTION

In its most broad concept, the invention includes a structure and mechanism that may be designated a card holding and feeding structure and mechanism, and a transfer structure and mechanism that includes a plurality of separate card-receiving, holding and feeding structured stations, a.e. positions, and mechanisms thereof and shifting structure and mechanism intermittently matchable of different ones of the stations (positions) with the card holding and feeding structure containing (containable of) cards to be shuffled and a receiving shoe for the card-receiving of shuffled cards, for respectively the feeding or return-feed between matched and aligned positions, it being within the scope of the invention that the cards be fed from and the shuffled cards be returned to the same position and/or shoe, or alternate position or shoe. Preferably there are separate shoes and positions for the feeding of cards to be shuffled and for alternately shuffled cards to be output-fed to.

Preferably feeding cycle of cards to be shuffled by the input cycle, and cards-returned cycle returning cards to a shoe, are separate operations. However, they may be run simultaneously.

More particularly, for the input cycle for feeding cards to be shuffled from the unshuffled-card shoe, there is included a mechanism initiatable only when a receiving position is matched and aligned, for causing a card (one or more, as predetermined) to be fed to that matched position, and likewise for the output cycle for refeeding cards from a received-position (that had been earlier matched) to a shuffled-card-holding shoe there is another corresponding mechanism.

For the above-noted plurality of stations (positions) of the card-receiving structure and mechanism, there is provided selection mechanism causing different ones of the plurality to become intermittently matched in a predetermined order of sequence with the card holding and feeding structure in alignment for feeding card(s) therefrom, or for refeeding output-cards thereto.

There is provided further portions of the selection mechanism designed as computer function to provide intermittently in series different ones of said predetermined order such that order of matching (above-noted) is continually intermittently changing during feeding of the input-cycle and refeeding during output-cycle.

Also, by way of computer programming, there is provided an off-set feed and off-set refeed mechanism employed in conjunction with the computer-selected particular order(s) of matching, such that occasionally and randomly certain ones of the plurality of positions will not be utilized in the count of an order of matching, and the number not utilized varied randomly from time to time.

When during a single sequence the number of positions utilized is sixteen, as differently available positions to be matched with a feed shoe (of the card holding and feeding structure and mechanism), and when all sixteen (or sixteen of available positions are to be utilized in applying a particular order of matching) are to be utilized in applying an order of matching, a preferred order of matching is 3-4-6-3. This means that a first card of this sequence

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of the next four cards to be dealt, is fed to the next-occurring ~~third~~ ^{third} position from the last registered (counted) position prior thereto, and thereafter (from the same last-registered (counted) position) to the seventh position, and thereafter to the thirteenth position, and thereafter to the sixteenth position. Thereafter, the computer has designated a new matching order for the next-occurring sequence for the next four cards to be dealt.

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When the number of the plurality of positions, or alternately the number of positions (of a larger available number) to be used (as determined by the computer, ~~randomly~~ ^{randomly}) is fifteen, a preferred order of matching is 2-3-5-5. This means that, as explained above, a first card is fed to the next-occurring second position, and thereafter to the fifth position, and thereafter to the tenth position, and thereafter to the fifteenth position.

When the number of the plurality of positions, or alternately the number of positions (of a larger available number) to be used (as determined by the computer, randomly) is fourteen, a preferred order of matching is 2-6-3-3. This means that, as explained above, a first card is fed to the next-occurring second position, and thereafter to the eighth position, and thereafter to the eleventh position, and thereafter to the fourteenth position.

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When the number of the plurality of positions, or alternately the number of positions (of a larger available number) to be used (as determined by the computer, randomly) is seventeen, a preferred order of matching is 4-3-5-5. This means that, as explained above, a first card is fed to the next-occurring fourth position, and thereafter to the ~~seventh~~ ^{sixteenth} position, and thereafter to the twelfth position, and thereafter to the seventeenth position.

When the number of the plurality of positions, or alternately the number of positions (of a larger available number) to be used (as determined by the computer, randomly) is eighteen, a preferred order of matching is 5-3-6-4. This means that, as explained above, a first card is fed to the next-occurring fifth position, and thereafter to the eighth position, and thereafter to the fourteenth position, and thereafter to the eighteenth position.

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A typical alternate order of matching, for example for sixteen maximum number of the plurality and/or when the number of available (computer number selected) positions is sixteen, in order to occasionally place two cards consecutively in the same position, a matching order may be used such as 3-4-2~~8~~-3 (may be utilized) as compared to the above-noted preferred order of 3-4-6-3 for sixteen positions.

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There existed a problem previously noted above, of the inordinately large period of time required to ~~shift~~^{shift} back and forth between opposite ends of a linearly-aligned composite of, for example, sixteen positions when following a single sequence matching order and/or when proceeding to the next-occurring sequence of matching order (for the next four cards). This was overcome by the inventors bringing together opposite ends to have the plurality of positions arranged in a circle, as a wheel device; such also eliminated former requirements of having to physically change directions alternately back and forth, now being a continuously-revolving wheel

It should be apparent that while the thus-far-illustrated matching orders are for four cards per sequence, four cards per matching order sequence is merely preferred optimal and preferred for best or optimal randomizing. However, the number of cards fed per sequence may vary from sequence to sequence, and/or another number for each and every sequence may optionally be employed.

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In the revolvable wheel, therefore, there are a plurality of card-receiving positions as above-described. At each of the plurality of positions, there is a structure and mechanism for grasping and pulling a card into a holding position, and for subsequently ejecting the card. Accordingly, at each position there is preferably a revolvable friction wheel as a part of the card-receiving position. The revolvable friction wheel includes a grasping surface that will grasp and move a card when the card is pressed thereagainst. Also, the ~~card-receiving position~~^{card-receiving position} includes a pressure structure and mechanism for pressing the card against the revolvable grasping surface of the revolvable friction wheel, such as a pressure plate biased by a spring element, one or more.

Likewise, the card holding and feeding structure and mechanism for each shoe card-container includes another revolvable friction wheel with grasping surface thereof, and an opposing pressure structure and mechanism thereof, such as other pressure plates and spring-biased springs thereof.

a The card holding and feeding structure and mechanism include at-least one shoe structure and operative mechanism thereof for inserting cards to be shuffled, feeding cards therefrom, and thereafter refeeding shuffled cards thereto. In a preferred embodiment however, while both shoe structures and mechanisms thereof may be identical, there are separate and different distinct feed and refeed (output) positions, normally referred to as input and output positions respectively. For ^{optional} ~~optional~~ operation and functioning, the preferred shoe structure includes a wheel-receiving space through a side thereof, such as an end-side positioned uprightly, through which the revolvable friction wheel for feeding cards, extends to contact a card pressed by the pressure plate in opposition to the revolvable friction wheel. The pressure plate and spring-biasing spring-structure thereof are mounted preferably within and as a part of the shoe structure. When the shoe structure is pushed into its feed position, the card is thereby pressed against the revolvable wheel's grasping surface. The shoe structure also includes one side panel thereof as a movable panel, typically and preferably slidable to open up space from exterior to interior for the feeding or refeeding ^{ok} ~~of~~ card(s) therethrough, responsive to insertion of the shoe pushing the panel against an ^{abu} ~~abutment~~.

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Obviously the friction wheel and grasping surface is positioned to be oriented to effectively drive and feed a card toward and to a matched and aligned one of the plurality of wheel positions. Likewise the revolvable friction wheel and grasping surface thereof of each revolvable wheel's plurality of card-receiving positions, are positioned oriented to refeed output cards to a receiving shoe structure receivable of output shuffled cards, when matched and aligned therewith.

a The revolvable friction wheel of the revolvable wheel structure of the plurality of positions, is mounted on and driven by preferably a revolvable shaft through a drive wheel mounted on a distant portion of the shaft, the drive wheel being positioned to engage a stationarily-mounted abutment structure which may be still another driven wheel driven or held stationary, as the need and case may be for a particular situation, to drive the friction wheel in the desired direction, i.e. in a grasping and pulling-in direction to pull a card into the holding position on the wheel structure or alternately to eject a card from its held position by driving the friction wheel in an opposite rotary direction. Where, as noted above, there are separate ~~feed(input) and refeed(output)~~ ^{feed (input) and feed (output)} positions, there will be separate abutments and/or abutting driving wheels/shafts, one set for imparting the grasping motion to the friction wheel grasping surface of the wheel structure of the plurality of positions, and another separate one for imparting the reverse ejection motion to the same friction wheel grasping surface of the wheel structure of the plurality of positions. The abutting element and/or wheel in each instance is moved into and out of contact preferably by solenoid action because of the speed, simplicity, durability and low cost and compactness thereof.

The computer mechanism of this invention includes computer software, programming software, for (1) holding area current (positions, of the plurality of wheel positions) for determining and setting positions (current) for a holding area number such that holding area time is set, and (2) clock advance mechanism for advancing elapsed time clock by plus one millisecond, and (3) interrupting mechanism for locking-out of all interrupts to thereby initiate a stopping of drive motors, and to halt thereby all software functions, and to initiate a fault alarm. It must be understood that there is additionally such more software of a conventional computer nature employed in any computer and computer operation, including the present one, and it is not the purpose of this specification to expound on and list and describe every computer function and software and hardware necessary in a conventional manner for the computer

employed as a part of this invention; for such matters, there is ample conventional art and literature and texts. Likewise, each and every conventional feature of the computer and its structure is not the essence of this invention, but composed of conventional computer elements and arrangements thereof. However, it is believed ample to state that the present computer includes hardware such as the noted card-receiving structure and mechanism thereof in-so-far-as it is tied-in with computer function, and the card-counters thereof and zero-setting elements and functions, and also variable mechanisms for initializing external switch variable settings, and interrupt mechanisms for implementing and for initializing software interrupts, and fault-responsive mechanisms for locking-out all interrupts and for stopping drive motors and for initiating external fault alarm, and input and output card-feeds between said card first holding and feeding mechanism in-so-far-as computer control thereof is implemented, and the same for card-receiving mechanism for precluding the random-selection at all of predetermined ones of the plurality from being selected from time to time, and controls for setting a desired input and output current (positions) and for ascertaining the same, and for control of start motors and control of complete cycle initiation and control thereof and for registering errors detected and alarms and/or taking corrective steps by computer direction, and structure and elements for receiving and using desired and essential software in these and other matters.

Because it is of utmost importance that the persons playing black-jack card games be able to ascertain for themselves that there is no hanky-panky with the cards, i.e. that there is no foul-play, the cards being used in the game and then requiring shuffling, must be always kept visible to the players. Accordingly, the shoe(s) and the revolvable wheel structure carrying the plurality of positions, must each and both have a major portion of transparent and/or translucent glass or plastic or the like, making the cards always externally visible, i.e. visible from the out-

side of the shuffling machine and shoe(s) thereof.

As noted above, there is a preferred range of positions on the revolvable wheel structure, but larger numbers may be employed. However, more than eighteen result in thereupon having to have special miniature parts when there are too many positions, with the accompanying much greater and prohibitive costs of manufacture and maintenance thereof. Smaller numbers of positions than twelve result in too long a shuffling time.

However, it is possible to increase random and unpredictable shuffling capacity of the overall machine by computer programming the computer into believing there are larger numbers of positions, such as twenty positions -- when in fact there are only sixteen (for example), and thereafter having the computer choose the appropriate matching order, but simultaneously eliminate four positions (such as the last four, for example) and apply the selected 20-position matching order to the ^{sixteen} ~~sixteen~~ positions as the revolvable wheel (and its plurality of positions) revolves a multiplicity of times.

Other such manipulations are possible and are within the scope of the present invention, using the same claimed structures of this invention, utilizable alternately by merely changing the computer chips (programming memory chips).

DETAILED THE FIGURES

Figure 1 is a diagrammatic representation of the non-computer structure of the shuffling machine of this invention, showing the revolvable wheel with its multiplicity of positions and the revolvable shafts and grasping wheel-surface of each for each position, and the drive mechanisms therefor, and the feed(input) and refeed(input) shoes and feed and refeed mechanisms thereof, and the like.

Figure 2A illustrates diagrammatically an in-part view of the Figure 1 embodiment during an activation, engagement and driving phase for the upper-represented position's driving revolvable shaft, for card(s) input from the shoe.

Figure 2B illustrates diagrammatically an in-part view of the Figure 1 embodiment during an activation, engagement and driv-

a ing phase for the lower-represented position's driving revolvable shaft, for card(s) output to the ^{shoe} ~~show~~.

Figure 3A illustrates diagrammatically a different view of the structure of Figure 2A.

Figure 3B illustrates diagrammatically a different view of structure of Figure 2B.

Figure 4 illustrates a typical top view, diagrammatically, of the top, feed-input shoe, together with mounting structure and the drivable grasping surface of the wheel acting against cards in the shoe, ready for feed, in an in-part view of the embodiment of Figure 1.

Figure 5 illustrates diagrammatically an end view of the shoe and other structure illustrated in Figure 4.

Figure 6 is a large diagrammatic flow chart symbolically representative of the computer functions and procedural operation by way of each and both programmed and manual operation thereof, in the operation of the shuffling machine.

DELL DETAILED DESCRIPTION

P All Figures relate to the same embodiment diagrammatically illustrated to improve understanding and to point out preferred embodiments. Accordingly, for commonly illustrated parts or elements, identical indicia are found in different Figures.

Figure 1 illustrates diagrammatically the shuffling machine 7, except devoid of any illustration of obviously interconnected computer leads and switches, activation buttons, stop buttons, reset buttons, and the like. Basic components of the machine, aside from the computer, are the input shoe 8, the output shoe 10, and the revolvable wheel structure 9 having a plurality of open card-receiving and holding positions such as 43a and 43b and 43c. The wheel structure 9 revolves with shaft 44 driven by computer and electric motor 45, that also drives shafts 12 and 17 indirectly by appropriate connections 12a and 17a, such that shafts 12 and 17 drive respectively the shoe input feed wheel 11 and the shoe output feed wheel 18. ^{18a} The input wheel extends through shoe-side opening ^{8a} 18, and the output wheel extends through shoe-side opening ^{10a} 19.

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When activation on-button/switch is turned ^{to 11 on 11} ~~to on~~ the grasping surface of wheel 11 causes cards ⁴⁶ (Fig. 4) to be fed one at a time toward and into a matched and aligned one of the positions such as position 43c to an extent and for a distance sufficient for the fed-card to be grasped by the position-retrieving grasping surface of wheel 13 that pulls the card to a position between the wheel 13 and the pressure plate 18. The pressure plate 18 is biased toward the wheel 13 by springs 19. The wheel 13 is driven intermittently by the revolvable shaft 14 when wheel 15 is caused to revolve as a result of abutment 17' coming into contact therewith as the wheel structure 17 coming into contact therewith as the wheel structure 9 continues to revolve as illustrated best in Figures 2A and 3A, when abutment-shaft 16 is driven as the shaft 23a moves forwardly in direction 24a when solenoid 22a is activated. To guide the card enroute from the input shoe to an aligned one of the positions, guide members 15a extend from the radially-extending pressure plate 18, facilitating and guiding a card moving in direction 47 from the input shoe 8.

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The input shoe 8 after insertion of cards thereinto, is slid between supporting brackets 20a and 20a'. As it is inserted, a forward edge of a slidable wall 32 becomes engaged against an abutment barrier 21a' causing the slidable wall 32 to move in the direction 32a providing opening 32b through which one of the cards 46 is moved by action of the grasping wheel 11, as best viewable in Figure 4. Biasing spring ^{33 (Fig. 4)} ~~33 (Fig. 4)~~ normally closes slidable wall 32.

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In like manner, one or more cards, in accord with the computer programming, is fed (refed) by the reverse-direction action of the grasping surface of wheel 13' driven by shaft 14' when wheel 36 is engaged by abutment 27 moving in direction 24b by abutment shaft 26 when shaft 23b moves also in direction 24b upon activation of solenoid 22b; when the wheel 36 is thusly engaged, its direction of revolving movement is imparted by the continuing movement of the revolvable wheel structure 9 as is best illustrated in the

revolvable wheel structure 9 as is best illustrated in the Figures
40 2B and 3B in direction 30 on the shaft 14'. Thereby a card is
moved in direction 48, toward shoe 10 to become engaged with and
grasped by a grasping surface of output wheel 16a extending through
the shoe opening (window) 10a and driven by the shaft 17. Shoe 10
40 is resting between guide brackets 20b and 20b'. Both shoes when
resting in the inserted state are on the upper surface of table 39.
Circuit-breaking switch 49 maintains a broken-circuit for the
output cycle when shoe 10 is not inserted within its brackets 20b
40 and 20b', preventing activation of solenoid 22d and thus prevent-
ing movement of abutment 27 in direction 24b against wheel 36;
40 insertion of shoe 10 between brackets 20b and 20b' against switch
49 causes the circuit to be completed by closing circuit, such
that when the computer then by its program activates this circuit,
the output card is received into the output shoe 10 as pulled
between the grasping surface of wheel 16a and the pressure plate
40 34' biased ^{by} appropriate springs as already illustrated for the
identical shoe 8, in Figure 4. As for the insertion position for
shoe 8, likewise the insertion position for shoe 10 also has an
abutment barrier 21b causing the slidable wall 32' to move in a
direction opening an open space through which the output card(s)
is/are fed into the shoe 10, the opening corresponding to the
shoe 8 ^{are} are either transparent or translucent, and likewise for
the identical shoe 10 such as viewable wall (illustrated side/end
40 wall) 37c' of shoe 10.

Each shoe has a depressed area such as 38 for the Figure 5
illustrated shoe 8, making dealing of cards from the shoe easy for
the dealer, when the shoe 8 is removed from its inserted state.
40 Likewise there is depression 38' in the top of the pressure plate
34, for the same reason.

As is viewable in Figure 3A, continuous and continued move-
ment of wheel 9 in direction (revolving direction) 28 causes the
wheel 15 to revolve in direction 29 when engaged with stationary
40 abutment 17'. Likewise, as the revolvable wheel structure 9 re-

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volves in direction 28, the oppositely-located abutment 27 (on an opposite side of drivable wheels of the respective positions) when engaged with the wheel 36 causes wheel 36 to revolve in direction 30 whereby the grasping surface of wheel 13' ejects a (any) card pressed against the wheel 13' by the corresponding pressure plate 18' (spring-biased), as shown in Figure 3B. Also see Figures 2A and 3A.

Figure 6 is a diagrammatic flow chart typically representative of main functions of the computer and of hardware and software and operation thereof by a combination of programmed sequential instructions, intermingled with some manually-initiated instructions, and the like, and is not intended to illustrate all computer software and hardware and operator initiated instructions of a conventional nature not relating to the essence of this invention. The flow chart is believed to be substantially self explanatory.

Although separate instructions would be programmed and within the computer for separate input and output cycles, the flow chart for simplicity purposes combines into a single flow chart where functions and/or instructions and/or procedures are identical, diverging into separate flows when procedures differ, and the like.

It is within the scope of the invention to make various modifications in illustrated and/or claimed equipment where the purpose and function are substantially identical, and with programming memory chips and instructions thereof, which may vary considerably within the spirit and operation of the invention, for this shuffling machine.

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There does not appear to be any relevant prior art, as based upon a pre-filing patentability search. While the main purpose of the present invention includes the random intermixing thoroughly and unpredictably of the cards to be shuffled and subsequently dealt, the U.S. patent 3,222,071 is directed to causing specific predetermined hands to be dealt to specific identifier players -- a completely opposite and unrelated concept and operation, of no relevance. The U.S. patent 3,589,730 is directed to a vertically oriented cards-dividing apparatus as a totally different operation

and equipment and result, even though having shuffling of cards as its purpose; there are no discernible teachings nor suggestions of any of the elements nor features of the present invention of the present specification and claims. Likewise, the apparatus of the U.S. ^{No.} patent 3,588,116 operates and functions in much the same as the above-noted U.S. ^{No.} patent 3,589,730, having no discernible relevance to the present invention. U.S. ^{No.} patent 3,232,622, like above-noted ^{U.S. Pat. No.} 3,222,071, is directed to dealing for a particular game individual card hands to a specified number of players, dealing into separate wheel compartments of a revolvable wheel which stops by preselection at particular player-matched positions. The sole superficial similarity arises from use of a wheel having multiple positions, differently used for different function, and devoid of essentials of the present invention. U.S. ^{No.} Patent 3,897,954 deals cards of one or more decks into a specified number of separate hoppers, and that is it; the selection of which cards go to which hoppers is by a logic circuit. The apparatus, interfunction thereof, the sequential steps provided for, the mechanism of achieving the shuffling, and the like, and the shoes and the like employed, and objects (aside from mere intermixing of cards), are entirely separate and distinct and different for the present invention of the present specification and claims, not suggested nor taught by this U.S. ^{No.} patent 3,897,954. The U.S. ^{No.} patent 4,310,160 is a different card shuffling device substantially similar in approach to the above-noted U.S. ^{No.} patents 3,588,730.